

input device allowing a subject included in a photo shooting range to be seen through a window;

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a display device displaying a predetermined game screen including a target to be photographed; and

a game operation section performing predetermined game operations based on a position on said game screen, at which said simulated camera input device is pointed.

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REMARKS

Reconsideration is respectfully requested.

Claims 1-15 were originally filed in this application. Claims 1-10 and 12-15 are amended. New claims 16 and 17 are added.

The Examiner objects to the style of the English of the application and is requiring a substitute specification in "proper idiomatic English" (the Examiner's language). Applicant respectfully traverses this requirement. In the opinion of the undersigned, the English seems perfectly fine to me when I read it. It is clear to me what the claims and the application mean. Applicants are certainly willing to provide a substitute specification if the Examiner maintains this position, but it is respectfully requested that the requirement be reconsidered.

Claims 14 and 15 are rejected under 35 U.S.C. §101. These claims have been amended and it is believed that the amendment resolves this rejection. These claims as amended begin with the phrase --An information storage medium comprising a program stored therein for causing a computer to perform --. It is

respectfully requested that the section 101 rejection be withdrawn.

Claims 1-11 and 13-15 are rejected as being indefinite under 35 U.S.C. section 112, arising from the use of the term "camera-type". This phrase has been changed to --simulated camera--, and the rejection is now requested to be withdrawn as no longer applying in view of the amendments.

Regarding claim 5, and 10 and 11, it is believed these claims were clear as filed, but amendments have been made in an attempt to address the Examiner's concerns.

Claims 1, 3-5 and 14 are rejected as being obvious over Igarashi (U.S. 5,569,058) in view of Tanaka (U.S. 6,120,379). Applicants respectfully traverse the rejection. The Examiner equates the light sensing device of Igarashi to be a camera, but applicants respectfully submit that this cannot equate. The Examiner states that the shape of the input device is purely decorative and not of patentable weight. However, he then adds Tanaka, which shows a camera for a game-boy type device. Applicants respectfully traverse.

Please note, however, the camera of Tanaka does not have the function nor limitation of the window of the camera of claim 1. Further, claim 1 adds that said input device is provided with a detector to enable detection of a photo shooting central position. It is respectfully submitted that such items are neither taught nor suggested by the combination proposed by the Examiner.

Regarding claim 3, the position detecting mechanism 44 of Igarashi discussed by the Examiner is not part of the pointing device (which the Examiner equates to the camera). Therefore claim 3 should be allowable. Since claim 4 depends on claim 3, this reasoning also applies to claims 4 and 5.

Claim 14 is also submitted to be allowable. There is no suggestion or teaching of a simulated camera in the combination proposed by the Examiner.

Claims 2, 7-13 and 15 are rejected as obvious over the documents cited against claim 1 and further including Yoshida (U.S. 5,795,224).

Regarding claim 2, the Examiner states that Yoshida teaches extracting an image from the game image displayed on the screen. However, applicants respectfully submit that this characterization of what Yoshida is doing is not a fair characterization. In FIGs. 5-7, Yoshida shows that a larger image set is available than what is displayed on the screen. The portion A is what is displayed on the screen by Yoshida's device. This is different from what the applicants' invention relates to and to what claim 2 recites. Claim 2 is also amended by adding that the extracted image comprises an area of less than entire screen.

With regard to claim 10, it is respectfully believed that the Examiner has mis-interpreted the reason for why the game screen is put between 2 consecutive light screens. The purpose of this is not to prevent the game user from perceiving a blink or flash in the screen. Instead, the purpose is to prevent two

flash screens from merging into one. If two flash screens merge into one, then only one flash is perceived, whereas with applicants' system, the flash screens would not merge, and plural distinctive flashes could be observed, which is desirable.

Regarding claim 12, the Tanaka device does not include a window through which the user can perceive the view, Yoshida does not extract an image in the manner set forth in this claim. Similarly, claim 13 recites extracting an image in a manner not described in the cited documents.

Claim 6 is rejected as being rejected under the documents used to reject claim 1, and further including Furukawa, U.S. 4,602,709. Applicants respectfully submit that the combination does not teach claim 6. Furukawa adds nothing that would further combine with these other documents to teach or suggest the invention of claim 6.

New claims 16 and 17 are added here. Claim 16 depends on claim 1, while claim 17 is independent. These are respectfully submitted to be allowable.

In light of the above noted amendments and remarks, this application is believed in condition for allowance and notice thereof is respectfully solicited. The Examiner is requested to contact applicants' attorney at 503-224-0115 if there are any questions.

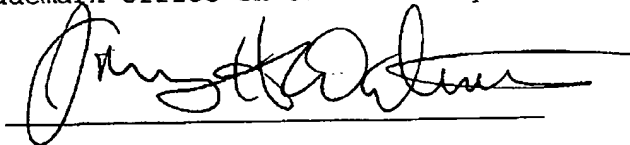
Respectfully submitted,

  
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## MARKUP SHEETS SHOWING CHANGES MADE HEREIN

1. (Amended) A photographing game machine, comprising:

[a camera-type] a simulated camera input device allowing a subject included in a photo shooting range to be seen through a window, wherein said input device is provided with a detector to enable detection of a photo shooting central position;

a display device displaying a predetermined game screen including a target to be photographed; and

a game operation section performing predetermined game operations based on a position on said game screen, at which said [camera-type] input device is pointed.

2. (Amended) The photographing game machine according to claim 1, wherein said game operation section comprises:

a photographed image extraction section extracting as an imitational photographed image an image on said game screen included in a predetermined range centering around the position on said game screen, at which said [camera-type] simulated camera input device is pointed, wherein said extracted image is less than the entire displayed screen.

3. (Amended) The photographing game machine according to claim 1, wherein said [camera-type] simulated camera input device comprises a shutter switch through which a player provides instructions to take a photograph, and

said detector provided to said input device of said photographing game machine comprises a photo shooting position

detection mechanism detecting as a photo shooting position [the optional] a selected position on said game screen, at which said [camera-type] input device is pointed, when said shutter switch is operated.

4. (Amended) The photographing game machine according to claim 3, wherein said game operation section comprises:

an image generating unit for generating image data of said game screen to be displayed on said display device; and

a photographing judgment unit for making a judgment of whether or not a predetermined task given to the player can be achieved, by comparing the display position of said target included in said game screen with said photo shooting position detected by said photo shooting position detection mechanism.

5. (Amended) The photographing game machine according to claim 3, wherein said display device comprises a scan [type] display screen, and

said photo shooting position detection mechanism comprises:

a light receiving unit that is placed in said [camera-type] simulated camera input device and detects directive incident light;

a screen lighting unit for making the screen of said display device emit light when said shutter switch is operated; and

a position detecting unit for detecting said photo shooting position based on timing of detecting light by said light receiving unit placed in said [camera-type] simulated camera

input device, when the screen of said display device is made to emit light by said screen lighting unit.

6. (Amended) The photographing game machine according to claim 3, wherein said photo shooting position detection mechanism comprises:

a light emitting section that is placed in said [camera-type] simulated camera input device and launches predetermined directive light towards the screen of said display device;

a screen constituted by a translucent member that is placed between said [camera-type] simulated camera input device and the screen of said display device;

photographing unit for taking a photograph of said screen;  
and

position detecting unit for detecting said photo shooting position, by detecting a position on said screen that is reached by the light launched from said light emitting section towards the screen of said display device, based on the result of photographing by said photographing unit.

7. (Amended) The photographing game machine according to claim 1, further comprising:

a photo shooting position detection mechanism detecting as a photo shooting position [an optional] a selected position on said screen, at which said simulated camera input device is pointed, by making the display screen of said display device emit light;  
and



a photographed image extracting unit for cutting off image data included in a predetermined photo shooting range including said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after timing of emitting light, when the display screen of said display device is made to emit light to perform detection of said photo shooting position.

8. (Amended) The photographing game machine according to claim 7, wherein said simulated camera input device comprises a shutter switch through which the player provides instructions to take a photograph, and

processing of detecting said photo shooting position by said photo shooting position detection mechanism and processing of cutting off image data by said photographed image extracting unit are performed, when said shutter switch is operated.

9. (Amended) The photographing game machine according to claim 1, wherein said simulated camera input device is operated by the player, by maintaining almost constant distance from the display screen of said display device, and

said photographed image extracting unit defines as said photo shooting range a definite area centering around said photo shooting position.

10. (Amended) The photographing game machine according to claim 8, wherein said photo shooting position detection mechanism comprises a screen lighting unit for making the screen of said

display device emit light when said shutter switch is operated,  
and

[when two consecutive screens become light emitting objects at the time of making the screen of said display device emit light,] wherein said screen lighting unit [delay] delays timing of emitting light by [the screen that becomes a light emitting object later by] at least one screen, and inserts said game screen between [the] any two consecutive screens that [are light emitting objects] might be made to emit light by said screen lighting unit to prevent merging thereof into a single continuous screen emitting light.

12. (Amended) A photographing game machine comprising:  
an input device allowing a subject included in a photo shooting range to be seen through a window;

a display device displaying a predetermined game screen including a target to be photographed;

a photo shooting position detection mechanism detecting as a photo shooting position [an optional] a selected position on said screen, at which said input device is pointed, by making the display screen of said display device emit light; and

photographed image extracting unit for cutting off image data included in a predetermined photo shooting range including said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after timing of emitting light, when the display screen is made to emit light to perform detection of said photo shooting position.

13. (Amended) A photographing game processing method, comprising:

a first step of detecting a position on a game screen, at which a [camera-type] simulated camera input device is pointed, by making a display screen of a display device emit light;

a second step of making a judgment of relative positional relation between the position on said game screen detected in said first step and a predetermined target included in said game screen;

a third step of making a judgment of whether or not a predetermined task given to a player can be achieved, based on the result of the judgment in said second step; and

a fourth step of cutting off image data included in a predetermined photo shooting range including said photo shooting position out of image data of a non-light-emission screen displayed in timing before or after timing of emitting light, when said photo shooting position is detected in said first step.

14. (Amended) An information storage medium comprising a program stored therein for causing a computer to perform detecting a position on a game screen at which a [camera-type] simulated camera input device is pointed, and performing different game processing depending on relative positional relation between this detected position and a predetermined target on said game screen.

15. (Amended) An information storage medium comprising a program stored therein for causing a computer to perform

detecting as a photo shooting position [an optional] a selected position of a game screen at which [a camera-type] an input device simulative of a camera is pointed, by making a display screen of a display device emit light, and cutting off image data in a predetermined range including said photo shooting position using a non-light-emission screen displayed in timing before or after timing of emitting light.